

Elinor's Town

Episode Summaries

101 The Town Picnic

Logline: Elinor and her friends help Mrs. Gorilla by figuring out how to make her ketchup less goopy, just in time to feed the hungry customers at the annual town picnic.

102 The Amazing Expandable Clubhouse

Logline: Elinor and her friends run into trouble when so many kids join their club that there's no more room in the Clubhouse.

103 Owl-Girl

Logline: Elinor learns that some animals have a different schedule.

104 The Science of Staying Warm

Logline: Hazel wants to play outside in the snow with Ari and Elinor, but she doesn't want to put on her winter wear.

105 The Seed of an Idea

Logline: Elinor and her friends try to solve the mystery of why Ari's watch strap only stick to certain objects.

106 Hiding in Plain Sight

Logline: With their keen eyesight, the goat twins are *too* good at hide and go seek, so Elinor and her friends have to figure out a better way to hide.

107 The House that Ants Built

Logline: Elinor, Hazel, and Ari disagree about the best way to build a couch cushion castle.

108 Special Places

Logline: When Ari misplaces the group's favorite ball, they discover that he needs a system for keeping track of his things.

109 Different Kinds of Plants

Logline: As Elinor and her class explore playing soccer, her observations about how plants in the surrounding forest are all good at different things, much like how her classmates are all good at different soccer skills, helps Elinor find the perfect place for herself in the game.

110 The Tomato Drop

Logline: Elinor and friends build a parachute to help a tomato land gently.

111 The Lizard Lounge

Logline: The kids learn that lizards use the sun to warm themselves.

112 Feathers

Logline: The kids learn that birds' feathers help them fly, keep warm, and make a statement.